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COS20007 Object Oriented Programming -Semester Test Q1

Program screenshot

```csharp
using System;
using System.Collections.Generic;
namespace Question
{
    public class Program
    {
        public static void Main(string[] args)
        {
            Library _myLibrary = new Library();
            Book _book1 = new Book("A Song of Ice and Fire", "George R. R. Martin", "Good");
            _myLibrary.AddResource(_book1);
            _book1.OnLoan = true;

            Book _book2 = new Book("A Study in Scarlet", "Arthur Conan Doyle", "Well");
            _myLibrary.AddResource(_book2);

            Game _game1 = new Game("GTA V", "Rockstar", "Nice");
            _myLibrary.AddResource(_game1);
            _game1.OnLoan = true;

            Game _game2 = new Game("Minecraft", "Mojang", "Well");
            _myLibrary.AddResource(_game2);

            //call HasResource on book that not being on loan, should return true
            Console.WriteLine("This book " + _book2.Name + "is in the library:");
            Console.WriteLine(_myLibrary.HasResource("A Study in Scarlet"));

            //call HasResource on book that being on loan, should return false
            Console.WriteLine("This book " + _book1.Name + "is in the library:");
            Console.WriteLine(_myLibrary.HasResource("A Song of Ice and Fire"));
        }
    }
}
```

Screenshot from my Mac on July 1st, 2022

Program Output

```
⊡ Terminal – Question

This book A Study in Scarletis in the library:
True
This book A Song of Ice and Fireis in the library:
False
```

Screenshot from my Mac on July 1st, 2022